

Democratizing Education

OusiaDAO LLC, a global education-related DAO

September 19, 2024


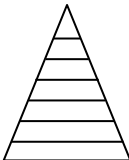




OusiaDAO

Vision

OusiaDAO's vision is to “Democratizing Education” - to create a world where anyone can learn anything they want, anytime, anywhere.



There is a lack of an environment that encourages self-directed learning in modern society, especially in Japan.

Who	Issues	Background
 Student	Lack of Self-Directed and Experiential Learning	 Learning Pyramid Theory
 Teacher	Teacher overwork	 My friend, who works as a teacher, collapsed from overwork
 Social	Global Educational Inequality and Accessibility Issues	 Encounters with street children and data on children not receiving an education

We propose an innovative educational platform that combines the metaverse, AI, and blockchain.

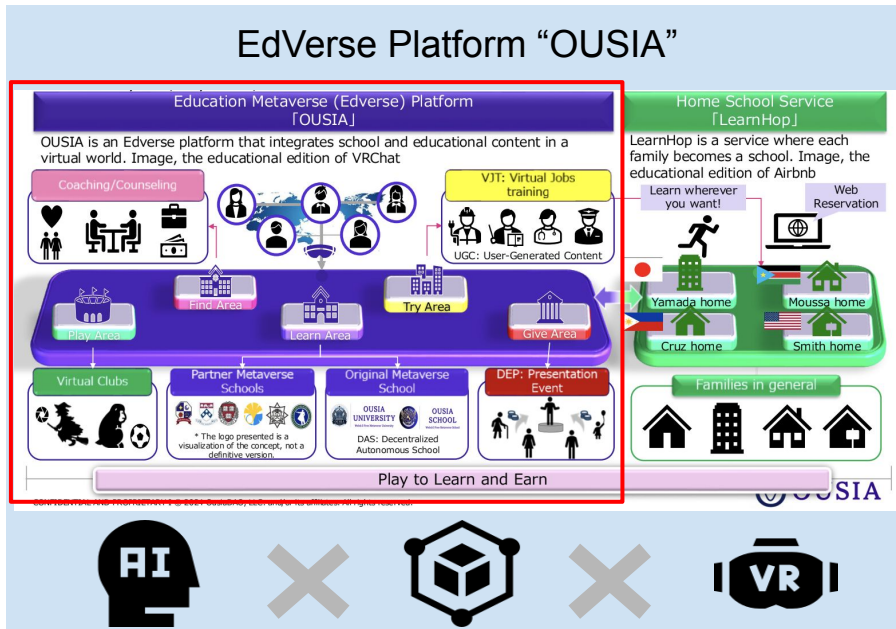
Key Issue

A learning environment where everyone can proactively learn what they want to learn

Who	Issues
 Student	Lack of Self-Directed and Experiential Learning
 Teacher	Teacher shortage and overwork
 Social	Global Educational Inequality and Accessibility Issues



Learning Environment



1 AI Learning Coach

2 EdVerse Marketplace (Play to Learn and Earn)

3 VR University Platform

4 DAS (Decentralized Autonomous Schools)

Why now

As awareness of advanced technology expands, current educational issues are becoming more apparent.



Evolution of Technology



Personal



Decentralized



Immersive



Emergence of educational issues



Increasing demand for personalized learning



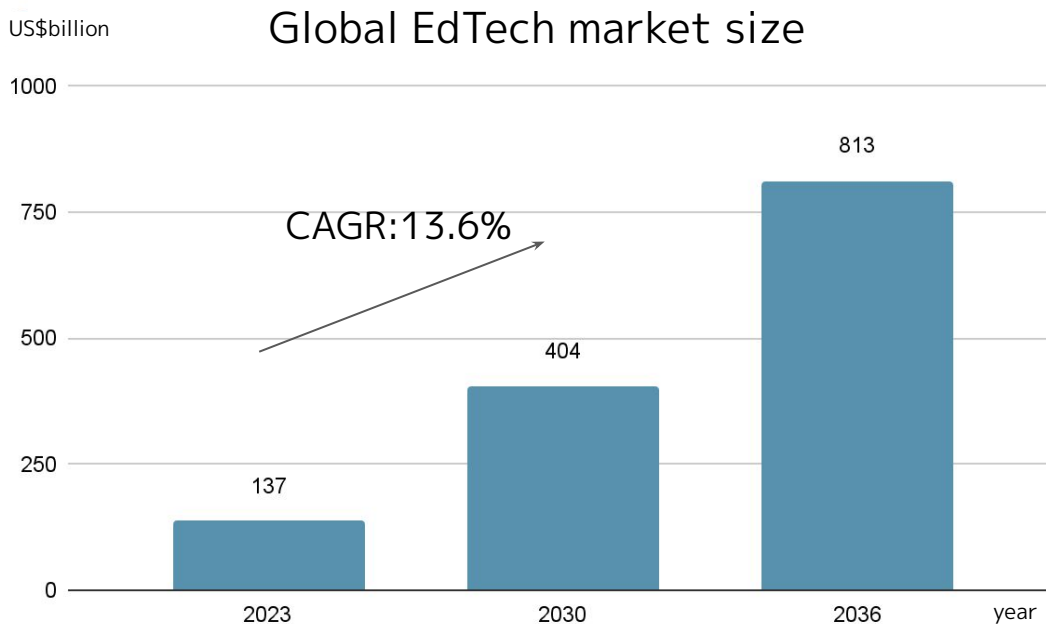
The problem of people lacking access to education



Ineffective learning without ownership

Market Potential

The EdTech market is expected to continue growing rapidly, expanding from \$137 billion in 2023 to \$404.6 billion in 2030 and \$813 billion in 2036.



引用：H&I Global Research. 「[Educational Technology \(EdTech\) Market Size, Share, Trend Analysis Report](#)」

Competition / Alternatives

EdVerse Marketplace's competitors include the online learning platform Udemy and the VR platform VRChat.



An online marketplace for people who want to learn and teach

- Diverse courses
- Self-paced learning
- Expert instruction



A social platform for interacting in VR

- A diverse world
- Avatar customize
- Interaction in VR



UGC-based online game platform

- Creative learning environment
- Programming
- Cryptocurrency

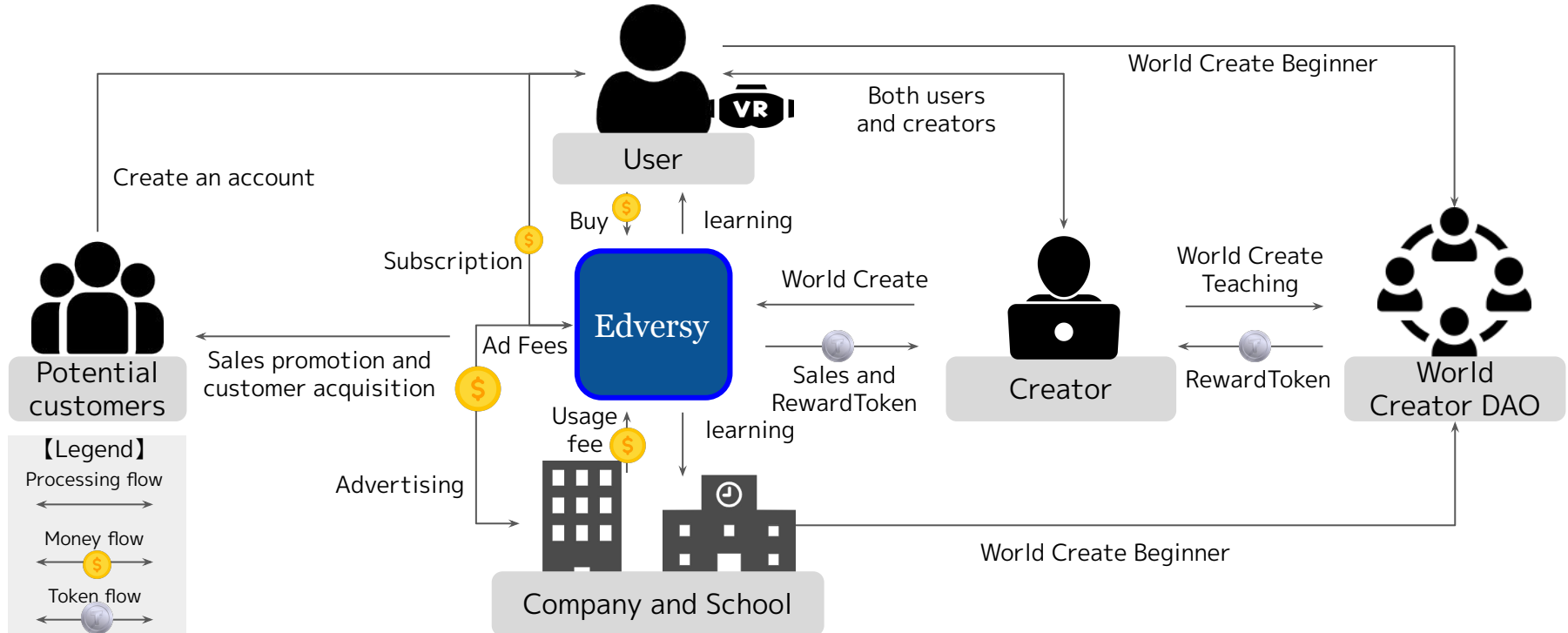


A metaverse platform specialized for education

- Interactive learning environment
- Various learning modules

Business Model : EdVerse Marketplace

The EdVerse Marketplace business model is built around a platform that connects educational content creators with learners.

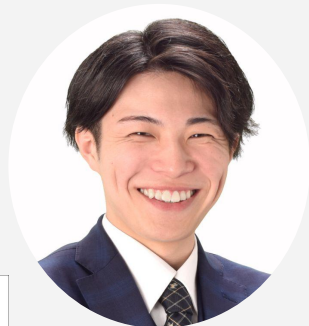


Our Team : Executive

We promote EdTech with members who have a strong interest in advanced technology and a passion for education.

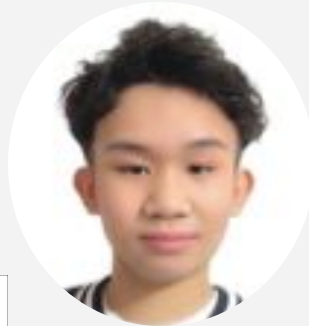
140 people from 14 countries at OusiaDAO

SHUTO OBA (CEO)



He was bullied as a child, attempted suicide, and met street children, which led him to found OusiaDAO, which has the vision of "Democratizing Education." Also active as a Web3 consultant

Taiki Chiba (CAIO)



He was a student who refused to go to school, so he joined OusiaDAO because he wanted to create an environment where everyone could learn in their own way. Experience developing AI chatbots

Husnain Ali (Metaverse)



He is a metaverse engineer with over 5 years of experience in VR/metaverse development. He is currently involved in the development of OusiaDAO's EdVerse platform.

Our Team : Advisor

We are supported by advisors with expertise in both advanced technology and education.



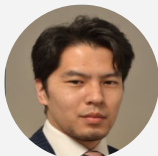
Masakazu Okano

IR consultant from a major Japanese securities company



Toshio Yokoi

A former principal who has been involved in compulsory education for 37 years



Takayuki Yoneyama

Former IBM senior manager and CRM consultant



Kenta Mizumoto

Commercialization of practical English education



Daisuke Ono

Educational advisor providing consulting services to schools

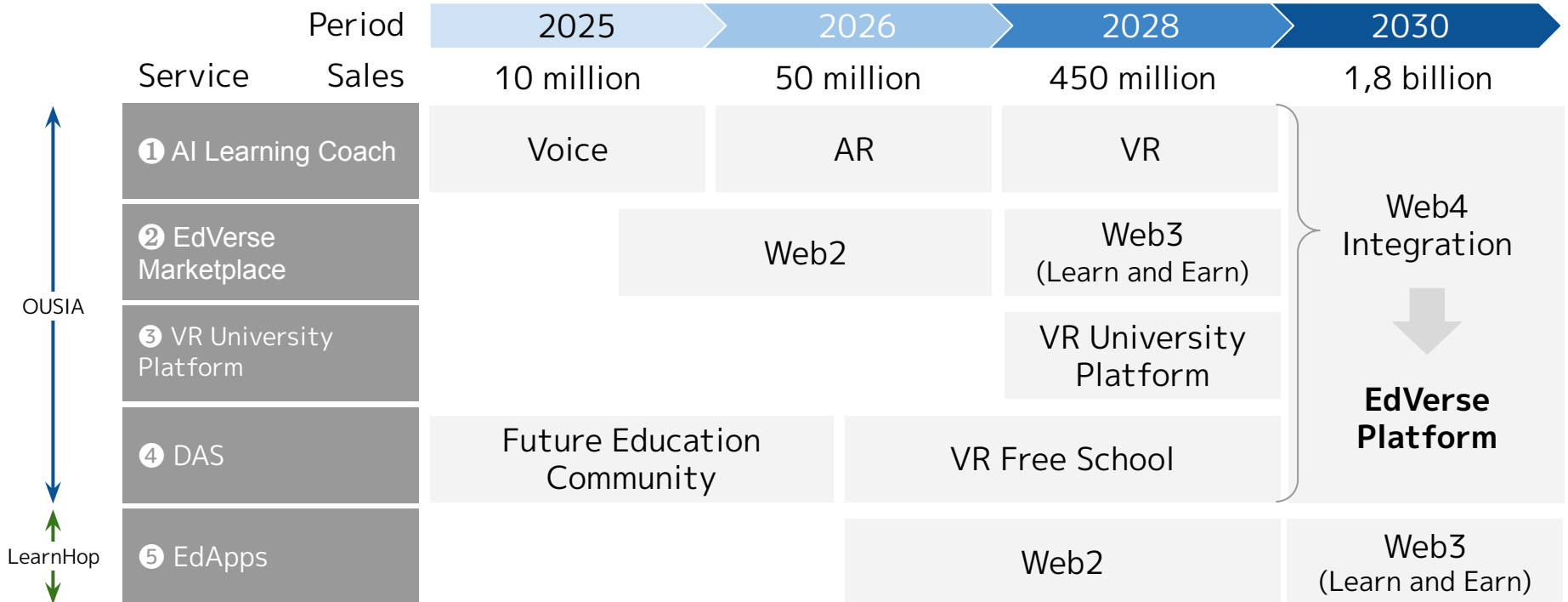


Yuzu Minase

World's first VR metaverse program launched for school-refusing students

Roadmap

We aim to achieve sales of 50 million in 2026, and then expand sales with T2D3.



Request

If you are interested in OusiaDAO's Future Education Creation Project, please join us.



